.github/workflows	update	4 months ago
.vscode	better	3 years ago
bw-assets	Big cleanup	8 months ago
ci	use options	4 months ago
maps/mp/bots	add menu option	2 months ago
scriptdata/waypoints	Big cleanup	8 months ago
scripts/mp	the angle update	3 months ago
.astylerc	test	6 months ago
.editorconfig	test	6 months ago
.gitignore	use options	4 months ago
README.md	missing tag	2 months ago

README

IW5 Bot Warfare

Bot Warfare is a GSC mod for the PlutoniumIW5 project.

It aims to add playable AI to the multiplayer games of Modern Warfare 3.

You can find the ModDB release post here.

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Features

- A Waypoint Editor for creating and modifying bot's waypoints of traversing the map. Have a look at Using the Waypoint editor.
- A clean and nice menu, you can edit every bot DVAR within in-game.
- Everything can be customized, ideal for both personal use and dedicated servers. Have a look at Documentation to see whats possible!
- This mod does not edit ANY stock .gsc files, meaning EVERY other mod is compatible with this mod. Mod doesn't add anything unnecessary, what you see is what you get.
- Adds AI clients to multiplayer games to simulate playing real players. (essentially Combat Training for MW3)
  - Bots move around the maps with native engine input. (all normal maps, most to all custom maps)
  - Bots press all the buttons with native engine input (ads, sprint, jump, etc)
  - Bots play all gamemodes(objectives, they capture flags, plant, defuse bombs, etc. (all gamemodes mode)
  - Bots use all killsteaks. Including AC-130 and osprey gunner, etc.
  - Bots target killsteaks, use stingers and other weapons to take out all killsteaks. (even sentry guns)
  - Bots can capture and steal care packages.
  - Bots target equipment, and can even camp TIs.
  - Bots can camp randomly or when about to use the laptop.
  - Bots can follow others on own will.
  - Bots have smooth and realistic aim.
  - Bots respond smartly to their surroundings, they will go to you if you shoot, uav, etc.
  - Bots use all deathstreaks, perks and weapons. (including javelin)
  - Bots difficulty level can be customized and are accurate. (hard is hard, easy is easy, etc.)
  - Bots each all have different classes, traits, and difficulty and remember it all.
  - Bots switch from between primaries and secondaries.
  - Bots can grenade, place claymores and Tis, they even use grenades and tubes in preset map locations.
  - Bots use grenade launchers and shotgun attachments.
  - Bots can melee people and sentry guns.
  - Bots can run!
  - Bots can climb ladders!
  - Bots jump shot and drop shot.
  - Bots detect smoke grenades, stun grenades, flashed and airstrike slows.
  - Bots will remember their class, killstreak, skill and traits, even on multiround based gametypes.
  - Bots can throwback grenades.
  - ... And pretty much everything you expect a Combat Training bot to have

Installation

0. Make sure that PlutoniumIW5 is installed, updated and working properly.
   - Download the latest release of Bot Warfare.
1. Extract all the files from the Bot Warfare release archive you downloaded to anywhere on your computer.
2. Run the `Install.bat`. This copies the mod to your *PlutoniumIW5 storage* folder.
3. The mod is now installed, now run your game.
4. The mod should be loaded! Now go start a map and play!

Documentation

Menu Usage

- You can open the menu by pressing the Action Slot 1 key (default '9', rightwision key).
- You can navigate the options by pressing your movement keys (default WASD), and you can select options by pressing your jump key (default SPACE).
- Pressing the menu button again closes menus.

DVARs

Dvar	Description	Default Value
bots_main	Enable this mod.	1
bots_main_firstisHost	The first player to connect will be given host.	0
bots_main_GUIDs	A comma separated list of GUIDs of players who will be given host.	
bots_main_waitForHostTime	How many seconds to wait for the host player to connect before adding bots to the match.	10
bots_main_menu	Enable the in-game menu for hosts.	1
bots_main_debug	Enable the in-game menu waypoint editor at start of the game, or enable bot event prints. • `0` - disable • `1` - for just debug events • `2` - for every event	0
bots_main_kickBotsAtEnd	Kick the bots at the end of a match.	0
bots_main_chat	The rate bots will chat at, set to 0 to disable.	1.0
bots_manage_add	Amount of bots to add to the game, once bots are added, resets back to `0`	0
bots_manage_fill	Amount of players/bots (look at `bots_manage_fill_mode`) to maintain in the match.	0
bots_manage_fill_mode	`bots_manage_fill` players/bots counting method. • `0` - counts both players and bots. • `1` - only counts bots. • `2` - exactly `0` but auto adjusts `bots_manage_fill` to map. • `3` - exactly `1` but auto adjusts `bots_manage_fill` to map. • `4` - bots are used for balancing teams. • `5` - exactly `0` but auto adjusts `bots_manage_fill` to map.	0
bots_manage_fill_watchplayers	Bots will not be added until one player is in the game	0
bots_manage_fill_kick	If the amount of players/bots in the match exceeds `bots_manage_fill`, kick bots until no longer exceeds.	0
bots_manage_fill_spec	If when counting players for `bots_manage_fill` should include spectators.	1
bots_team	One of `autoassign`, `allies` `axis`, `spectator`, or `custom` What team the bots should be on.	autoassign
bots_team_amount	When `bots_team` is set to `custom`. The amount of bots to be placed on the axis team. The remainder will be placed on the allies team.	0
bots_team_force	If the server should force bots' teams according to the `bots_team` value. When `bots_team` is `autoassign`, unbalanced teams will be balanced. This dvar is ignored when `bots_team` is `custom`	0
bots_team_mode	When `bots_team_force` is `1` and `bots_team` is `autoassign`, players/bots counting method. • `0` - counts both players and bots. • `1` - only counts bots.	0
bots_skill	Bots' difficulty. • `0` - Random difficulty for each bot. • `1` - Easiest difficulty for all bots. • `2` to `6` - Between easy and hard difficulty for all bots. • `7` - The hardest difficulty for all bots. • `8` - custom (look at the `bots_skill_steam_rdiffficulty` dvars) • `9` - Every difficulty parameter is randomized	
bots_skill_axis_hard	When `bots_skill` is set to `8`, the amount of hard difficulty bots to set on the axis team.	0
bots_skill_axis_med	When `bots_skill` is set to `8`, the amount of medium difficulty bots to set on the axis team. The remaining bots on the team will be set to easy difficulty.	0
bots_skill_allies_hard	When `bots_skill` is set to `8`, the amount of hard difficulty bots to set on the allies team.	0
bots_skill_allies_med	When `bots_skill` is set to `8`, the amount of medium difficulty bots to set on the allies team. The remaining bots on the team will be set to easy difficulty.	0
bots_skill_min	The minimum difficulty level for the bots.	1
bots_skill_max	The maximum difficulty level for the bots.	7
bots_loadout_reasonable	If the bots should filter bad performing create-a-class selections.	0
bots_loadout_allow_op	If the bots should be able to use overpowered and annoying create-a-class selections.	1
bots_loadout_rank	What rank to set the bots. • `-1` - Average of all players in the match. • `0` - All random. • `1` or higher - Sets the bots' rank to this.	-1
bots_loadout_prestige	What prestige to set the bots. • `-1` - Same as host player in the match. • `-2` - All random. • `0` or higher - Sets the bots' prestige to this.	-1
bots_play_move	If the bots can move.	1
bots_play_knife	If the bots can knife.	1
bots_play_fire	If the bots can fire.	1
bots_play_nade	If the bots can grenade.	1
bots_play_take_carepackages	If the bots can take carepackages.	1
bots_play_obj	If the bots can play the objective.	1
bots_play_camp	If the bots can camp.	1
bots_play_jumpdrop	If the bots can jump/drop shot.	1
bots_play_target_other	If the bots can target other entities other than players.	1
bots_play_killstreak	If the bots can call in killstreaks.	1
bots_play_ads	If the bots can aim down sights.	1
bots_play_aim	If the bots can aim.	1

Changelog

- v2.3.0
  - Fixed bots aiming in ac130/chopper being broken at times
  - Bots properly use pred missiles
  - Smoothed bot aim at range
  - Fixed bots_manage_fill_spec players being counted with bots_manage_fill_mode 1 (bot only)
  - Added bots_manage_fill_watchplayers dvar
  - Bots hop off turrets if they get stuck on one
  - Fixed script variable leak with opening and closing the in-game menu
- v2.2.0
  - Bots can now melee lunge
  - Fixed some chat related script runtime errors
  - Fix bots possibly being stuck in sab
  - Major cleanup
- v2.1.0
  - Initial release (sync'd versions with other Bot Warfares)

Credits

- Plutonium Team - https://plutonium.pw/
- CoD4x Team - https://github.com/callofduty4x/CoD4x_Server
- INeedGames - http://www.moddb.com/mods/bot-warfare
- Inkke101 - https://web.archive.org/web/20120326065712/http://ahrew.net/viewtopic.php?t=778&t=4869
- PeZBot team - http://www.moddb.com/mods/peezbot
- apdonato - http://nerbots.blogspot.ca/
- Ability
- Salvation
- Xensik - https://github.com/xensik/gsc-tool

Waypoint Creators

- FragzAreUs - https://github.com/FragzAreUs
- Aesirix - https://github.com/Aesirix
- EpikInCoal - https://github.com/super23
- doa3 - https://github.com/doa3
- ghostwulf - https://github.com/ghostwulf
- LeRuff - https://github.com/LeRuff
- GaryTheNoTrashCougar - https://github.com/GaryTheNoTrashCougar

Feel free to use code, host on other sites, host on servers, mod it and merge mods with it, just give credit where credit is due! -INeedGames(INeedBots) @ ineedbots@outlook.com

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About

The Bot Warfare mod for MW3

www.moddb.com/mods/bot-warfare

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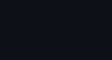

Languages

GSC 100.0%